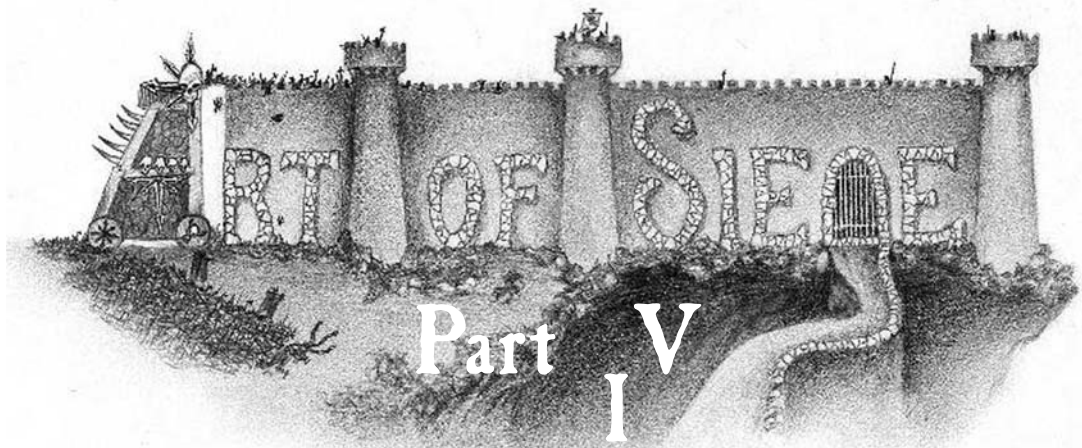




Written and developed by Tristan Hoag & Lex Van Rooy.
 Logo by Tristan Hoag.

MISSION IMPOSSIBLE

It seems to be getting harder and harder for us to finish this series of articles! In a sense, creating the Art of Siege IS like enduring a siege, the further we go, the harder it is to hold on to the resources needed to bring it to a good end. With Tristan shifting jobs and me organising stuff like the EuroGT (in addition to getting some regular work done!) we haven't had a chance to start the sample game.

This article finalises the basic bits for the Art of Siege; however, we do have the outline ready for a follow-up article that will go into things such as army specific rules, additional equipment, and out-of-the-ordinary building materials and locations.

The siege had gone into its fifth month; both sides were feeling the pressure of trying to keep the troops fed from their dwindling resources. In the town, storehouses were close to empty and the people resorted to eating whatever they could lay their hands upon. Luckily, this meant that the number of rats was also diminishing.

In the camps outside, the besieging forces were in a not too dissimilar situation. Foraging troops often came back empty handed not, and more often still, did not return to the camp at all, but slipped away from a cause thought lost.

Today the wind had shifted east for the first time in months, the cold tang of winter on its breath. Gromnak had realised that being caught outside the protection of the town, and outside his tribe's cosy caverns, would be a bad thing. He summoned his remaining Troll handlers, and told them of their mission...

We commence this instalment with a small recap of some sections from the earlier articles. We will build and expand upon certain issues to bring them inline with the mission outlines towards the end of this article. So let's rewind and load:

RECAP: COMMAND PHASE

During a Siege Day, commands are less concerned with the exact location of specific units and brigades than they are with the general area into which the units have been placed, and to what activities they have been assigned.

In addition to the orders described in the second article, there is the *Patrol* order.

Patrol: This command will move a unit into the ready area of the sector with the intention of making a regular sweep of the countryside. This is aimed at preventing the enemy sneaking troops through the Besieger's lines. A unit on *Patrol* can be ordered to join a mission (as it is in the ready area) but this will deprive the sector of an early warning system for some of the Besieger's missions. A unit on *Patrol* orders is automatically returned to camp for the next day's ordering.



Leander Garibaldi was on the bluff overlooking the western sector of the siege; in the distance, he could see the walls and towers of the rebellious city-state. Looking down on the checkerboard of tents in his own camp he could clearly see where the various mercenary companies were hurrying to erect earthworks to defend theirs'. Unfortunately, all the squabbling over the best campsite, nearest the well, and the fight that had broken out over rights to the higher ground had left several holes in their defensive line.

As it was highly unlikely that he could persuade some of the Dogs of War to move their camp (at least not without dipping into his ever diminishing stock of gold) he motioned a captain of his lancers to join him. "Nicolaus, dear boy. Make a rotation for your regiment, I want twenty-four hour patrols in the ready area of this sector to make sure those rebels don't get a messenger out!"

RECAP: SHOOTING

Shooting in the course of a Siege Day does not represent the actual firing of units at other units, but is concerned with the efforts of the Besieger's siege artillery to break down the walls of the castle. The firing of siege artillery as described in the Warmaster book is entirely too effective; if the Besieger's could reasonably expect to break down the walls of a castle in an afternoon of bombardment, the defenders would never invest so much time and effort into erecting them in the first place! In order to more accurately reflect the results of siege artillery fire, it has been changed to a Siege Day activity. Otherwise, it functions exactly as described in the Warmaster rulebook and in the (trial) rules for the Mangonel and Bombard in WarMag #1. Any piece of siege artillery in a ready area may fire at wall and tower sections within range, located in the same sector.

Any piece of siege artillery that is inside the fortress can fire in the Shooting phase at an eligible target in any of the adjoining sectors. Remember that siege artillery cannot be targeted against troops, but rather against static targets.

Target	To Hit (D6)
Equipment or fieldworks	5+
Dug-in equipment or (siege) artillery	6+

If a hit is scored on a defended/fortified position that holds troops, then the troops are assumed to be dispersed for that Day and are automatically pulled back into the Camp-area.

In the case of artillery that is considered a normal part of an army list, such as cannons or rock lobbas:

- These must be ordered onto the battleground (to be in range) to be deployed.
- These pieces are not allowed to be employed in any missions on a Siege Day in which they have attacked a wall.

Artillery in the Besieger's army that didn't participated in Bombardment can be used as normal, but can only target troops, not fortifications!

Artillery in the defender's army list falls into two groups – direct fire and indirect fire artillery. Direct fire artillery – cannons and bolt throwers must be deployed on the castle walls and fire like normal. Indirect fire – Stone throwers, etc, will fire from the courtyard, using indirect fire (with direction from the walls or towers). For indirect fire, count any target in range as an eligible target. However, firing will be less accurate than direct-fire, so targets in the open count as being defended and targets that are in defended positions count as *fortified*. This will bring all the normal rules for these situations into play (by extension this also means that should troops find themselves in *fortified* positions in range of indirect fire Artillery during a mission, they cannot be hit!).

Bertram and several of his comrades were straining on the tension rope of the massive trebuchet in the castle courtyard. On the eastern walls and towers, all manner of soldiers were waving and shouting for them to fire the big brute's payload over the wall into some, for him unseen, threat. On the far side of the machine stood the bombardier, busy working some levers and frequently looking up figures in a large tome. With the arm in place and final minute alterations done, the bombardier shouted, "Stand off!" and ran to the firing position to tug on the rope, releasing several of the big stones the crew had put in the sling. For a moment, there was just silence and then creaking of the thick wood of the big machine settling in. This was immediately followed by a loud crash, followed by a collective cheer from the troops manning the wall. Later that night, when eating his meagre rations with some of the other defenders, he heard that their shot had taken out a huge ram that the enemy was trying to move into position against the gate.



RECAP: COMBAT

Unlike the Combat phase in a normal Warmaster turn, the Combat phase of a Siege Day involves actual games of Warmaster being played according to missions dictated by the situations of the siege as a whole. As suggested earlier, some missions will be triggered by occurrences in the siege, such as a breach opening in the wall, while the players, dependant upon the interpretation of the situation, declare others. If a mission is automatically triggered, it will follow the Shooting phase of the Siege Day as normal. If no mission is triggered, then both players have the option of declaring a mission after the Shooting phase, the Besieger declaring first. If neither player desires to declare a mission, then the Siege Day is ended and the next day starts with the Besieger's Command phase as described above.

Ok, with the missions now at hand, let's explain this with an example. Let's look at the mission 'Into the Breach'. Obviously, there is no way that you can declare that mission if there is no breached wall to attack, so the pre-requisite is a destroyed section of wall. This feat could happen in several ways:

1. Bombarding the wall.
2. Using the resource card Ace of Swords.
3. Using a Ram in a normal 'Over the Wall' mission.

As the first two options can both only come about during the Shooting phase, the Besieger would be allowed to play 'Into the breach' as the mission instead of opting for another (note that the Besieger must use 'Into the breach' immediately or he will lose the option to play this mission until the next time a breach occurs!).

Consider the third possible trigger. This implies that the attacker opted to play a normal mission and that during that mission, a situation potentially triggers another mission. When this happens you will automatically trigger the parameters described in the new mission. In the case of the above example, this will probably mean that a lot of troops shift to a new position much nearer to the walls than they actually were in the on-going game. The rationale behind this is that the attacking troops will surge forward when they sense a possible victory.



When a mission is declared, the declaring player must indicate in which sector it is to take place. Only units and characters that are in the chosen sector are able to participate in the mission. The one exception to this is that a player's general will always have the option to move to the sector in which a mission is taking place. The Besieger is only able to start with units that were assigned to the ready area of the relevant sector; the units in camp will only be able to show up as reserves. The defender can draw reserves from any other sector of the castle. The details of how these reserves are to be drawn up are described in more detail in the mission descriptions. In all other respects, these missions are played out using the normal rules for Warmaster.

The following considerations should be taken into account. If a unit, for any reason, is 'retreated into camp' prior to a Reserve roll, or before the start of a subsequent mission (see above), it will not be eligible as reserves!



RECAP: AREA

The diagram below is included for each of the missions. The grey box indicates the area that should be represented on the battlefield. In our experience, most of the battles that take place other than those in the 'countryside' can be played on a battlefield with a maximum width of approximately 1.00-1.20 metres. Suggestions concerning this are handled in the Mission Outlines.

Each sector of the Siege map is divided into four areas.

The Castle – for most games this will be the wall of the castle and some area outside. Only for the mission 'The Keep' should the 'full' castle be placed on the table.

Since missions normally relate to just one sector it is suffice to place those parts of the castle that are in that sector. Place elements of the fortifications so that there is a 20cm area between your battlefield edge and the walls (by extension of this rule, there is no 'going around the corner' for the attacker! Although it is thus not necessary to place the side walls it may be more visually attractive).

Next is the **Battleground**, where much of the actual fighting will take place. This is basically the area directly outside the castle wall, and about 80cm wide.

If you use a Siege map that is based upon an actual location, you may find that the battleground is somewhat less abstract in size. I personally suggest that you can allow for less than 80cm between the walls and the ready area, as the attacker's advantage of being closer to the walls will also make him more vulnerable in some of the Defenders missions. From a 'gaming' perspective however, troops cannot start closer to the walls than 60cm, unless a Mission Outline says otherwise.

The besieger's **Ready Area**, which is where the besieging forces will have created their defensive lines. The besieger's **Camp**, where units are held in reserve and can be commanded to gather resources from the surroundings. Both the camp and the ready area are approximately 20cm wide.

Take into consideration the above note on battleground! Both these areas will be highly dependent on the way the Besieger sets up camp and creates his fieldworks too.

Another thing to take into consideration will be the fact that a sector will 'flare' out from the walls and you will have more room to set-up your camp, but on the other hand, will also need to 'guard' a bigger area against infiltrators, etc.

Anything outside of this range is considered the **Countryside**, and is not a part of any particular sector. Any mission that takes place in the countryside can follow any terrain set-up rules you prefer



Siege map showing relevant sections



MISSIONS

Mission format: Several missions will have a basic format and sometimes one or more alternatives.

Objective: The set victory conditions (if any) for the mission.

Set-up: For each of the missions or mission variants there will be a descriptive set-up. Remember that no two sieges will be the same, and distances will vary depending on the Siege map and the simple choices of where to set-up camp and how it will be laid out.

In general, the battlefield should be around 120cm square, and for most of the missions there will be an indication of the minimum distance between troops at the start of the mission.

Troops: As noted before, normally only the troops in a certain sector will be available, but several missions have more specific requirements.

In general, when a mission states the use of basic troops, this implies those unit selections in the army selector that do not have a min/max restriction!

Reserves: If there are any reserves at hand this will be noted here. The following rules count for calling up reserves:

Defender: Units/Brigades from another sector of the castle may be called up as reserves against a mission in a certain sector. The defender can start trying to get reserves in the second turn of the game, and needs an order by one of the characters in the sector of origin of the reserve troops to make them appear. The reserve will appear on the table edge, can shoot, but cannot be move that turn.

Besieger: Units from the camp area can be called upon as reserves in some missions. However, with the following restrictions:

Any unit that was previously 'retired' to the camp (see Art of Siege II) is not eligible as a reserve.

To call up units in reserve you normally need to roll a 5+ on a D6, after which the unit will appear on your base edge, in irregular formation, able to shoot, but not eligible for commands until after the turn it appeared.

Additional Rules: Any additional rules for a specific mission will be described here.



MISSION INDEX

This table shows when a mission can be played, who can choose it and where it takes place.

Missions fought before the siege properly takes place will influence the starting position of either player. As they take place before the actual siege there will not have been any time to actually construct any fieldworks.

Special missions will have a specific condition that needs to be met before they can be declared. These conditions can be dependent (eg, a breach being created in a wall) or be met with event cards that are part of the resource deck (we did tell you about resources being important, did we not!) some can be met by both!

The mission 'The Keep' is played automatically when the besieger has a FULL unit of infantry within the castle courtyard. This is an occurrence that could happen several times during a siege!

Scenario table	Besieger		Defender	
At the actual start of the game	Stragglers	Countryside	Breakout	Camp
During the game	Over the wall	Battleground	Messenger run	Camp
			Sally	Camp
			Blockade run	Camp
Special Scenarios	Enemy within	Castle	Relief force	Camp
	Feint	Battleground	Ambush	Countryside
	Into the breach	Battleground	Pantry Raid	Camp
	The Keep	Castle		
	Night Attack	Castle		

MISSION OUTLINES

Ambush

Partisans have been gathering in the countryside beyond the besieger's camp and have been continually raiding the besieger's stores and ambushing the foragers. Although normally badly led and ill equipped, these situations can become a real pain for the besieger if the defenders have managed to gather regular troops under a real commander.

Mission format A

This special Mission becomes available after playing the *King of Food* resource card.

Objective: The option of disrupting the enemy's supply lines will have a direct impact on their ability to maintain the siege. The besieger has gathered intelligence on a staging area for the raids that have ravaged the countryside. This mission lasts for a maximum of 8 turns or until the attacker has no more units on the table. Each unit that gets off the table can forage as normal.

Set-up: Set up a 120cm square (or better yet round!) battlefield in a mutually agreeable way, it should have one fixed feature, there should be an area with some buildings in the centre of the battlefield. Loose buildings are preferable over a fixed village terrain piece, as that will prohibit cavalry from entering, since the besieger is setting up in an area 20cm around the centre of the battlefield and will probably consist mostly of cavalry. After the besieger has deployed, the defender can set-up troops in ambush. Troops should start 40cm away from the nearest enemy unit, unless they can deploy outside the line of sight of their opponent (eg. in a building or woods). The defender takes first turn.

Troops:

Defender – 750 points of basic troops for the army chosen.

Besieger – All troops currently out on foraging missions.

Reserves: None

Additional Rules: For this mission one of the characters present for the each side is nominated as General for the purpose of ending the Command phase and game-ending conditions (his Leadership remains the same however).

Besieger units that are totally wiped out in this scenario do not use the rules for restoration as per Art of Siege II, but are permanently lost.

Mission format B

After a successful Breakout Mission

Troops:

Defender – 750 points of basic troops + any troops/characters that usefully broke out from the castle.

Reserves: None

Additional Rules: For this mission only, one of the characters present for the defender is nominated as General and gets Leadership equal to that of the normal general for the race.

Mission format C

Ambushing incoming equipment

Objective: The defender's partisan forces outside the castle have had news of a special piece of equipment being brought in to hasten their defeat. They decide to try to take out the item en-route to the enemy camp. On the other side, the besieger's foraging units have standing orders to look out for the incoming convoy and guard it down the last stretch to camp.

The equipment caravan is represented by three carts and a complement of troops.

Set-up: Set up a battlefield in a mutual agreeable way, it should have one fixed feature; there should be a road roughly down the centre of the table. The besieger sets-up in an area centred on the road, 20cm wide and 40cm deep (it should be at least 80-100cm from the opposite table edge).

After the besieger has deployed, the defender can set-up troops in ambush. Troops should start no closer than 60cm to the nearest enemy unit, unless they can deploy beyond their opponent's line of sight, eg. in a building or woods. The besieger takes first turn.

Troops:

Defender – As per format A or B depending on circumstances.

Besieger – As per format A, half the troops start on table, the rest can join on any table edge, starting turn 2, on a 5+.

Reserves: None



Siege map – Ambush



Siege map – Blockade Run

Additional Rules: For this mission only, one of the characters present for the attacker is nominated as General and gets a Leadership equal to that of the normal general for the race.

If this format is played, assume the equipment is escorted by four units of basic troops taken from the attacker's army list including a Hero (these are NOT kept on after the mission).

Supply carts are considered to be single stand units with a move of 10cm; consecutive orders on a supply cart carry a -2 penalty instead of the normal -1. Carts have 1 Attack, 3 Hits and a 5+ Save.

For each cart destroyed on the table, the deployment of the equipment is delayed by 1+D6 days. If all three carts are destroyed, then the equipment will never arrive.



Blockade Run

Trying to get desperately needed supplies into the castle, the local partisans have timed their sneak through enemy lines to coincide with a sally from the fortress. Will they be able to reach the safety of the castle in time?

Mission format: Basic mission

Objective: During a sally, some supply carts (2+D3) have slipped through the enemy lines. Hard pressed for resources, the defender must get these through the gates intact.

This mission will last until all of the carts are inside the castle or destroyed.

Set-up: the battlefield needs to have the relevant castle section whilst the rest of the layout should be determined by the siege map for the appropriate sections! The defender sets up first, with the supply carts no closer than 50cm to a gate. Other troops can be deployed as desired.

After the defender has deployed, the besieger can deploy his army. These cannot be deployed beyond the edge of the ready area, but can go anywhere in that area and the camp, but no closer than 20cm of enemy troops.

The defender takes the first turn.

Troops:

Besieger – Any troops in the ready area.

Defender – Any troops inside the castle are eligible to be selected for a Sally, in addition, since this mission involves a castle sector, any troops in this sector should be deployed as normal.

Reserves:

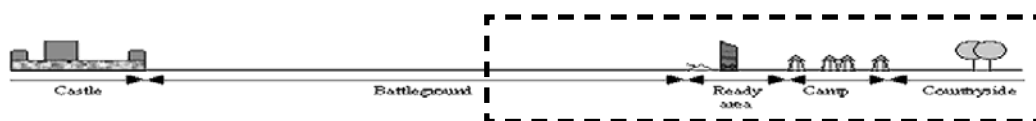
Attacker – Any troops within the camp area.

Additional Rules: It is only possible to sally out from a sector of the castle that has a gate (gatehouse and/or sally gate).

All of the defender's forces are considered to return to the castle after the mission.

Supply carts are considered to be single stand units with a move of 10cm; consecutive orders on a supply cart carry a -2 penalty instead of the normal -1. Carts have 1 Attack, 3 Hits and a 5+ Save.

For each cart in the defender's control, at the end of the game, draw a Resource card. The besieger gets a Resource card for every two carts destroyed.



Siege map – Breakout

Breakout

The defender puts part of his forces outside the wall and tries to force units through the besieger's defence lines. Units that make it into the countryside will be the nucleus of a guerrilla force that will influence foraging and open up other Mission types for the defender.

Mission format: Special mission, can only be played at the start of the campaign.

Objective: The defender is attempting to break out part of his force to open up some tactical options for later during the campaign. In order to do so, he needs to move troops off of the opposing table edge. This mission lasts for a maximum of 8 turns.



Set-up: The battlefield is set-up to represent the area of the siege map that will eventually hold the besieger's camp and ready area. There should be 60cm between the defender's deployment zone and the attacker's deployment zone.

However, as the troops are just settling in there will little or no fortifications yet in place. The attacker can deploy a total of 24cm of earthworks in the 40cm area nearest the defender's deployment zone. For each 4cm of defensive works, he needs to nominate a unit for building them. This unit is considered confused for the first turn and in irregular formation.

The defender takes the first turn.

Troops:

Besieger – Any troops in the sector.

Defender – Any troops inside in the campaign roster, other than artillery or machines.

Reserves: None

Additional Rules: Troops that did not attempt to Breakout are considered to fall back to the castle after the mission.

Siege map – Enemy Within



Enemy Within

Through subterfuge or infiltration, the besieger has managed to sneak a unit inside the castle. They have managed to open the gate. Will the besieger be able to capitalise on this, by rushing enough troops to their aid, or will the defenders be able to close it again in time.

Mission format: Special mission – *King of Swords*.

Objective: The besieger has managed to sneak a unit into the castle that has taken control of the gatehouse and raised the gate. To make things worse, their associates outside the castle were waiting for their signal and are now surging towards the wall.

This mission lasts for a maximum of 8 turns or until the infiltrating unit has been 'shown the door'. Note that getting any other infantry unit into the courtyard will trigger 'The Keep' mission.

Set-up: Start by placing the relevant part of the castle on the battlefield (consider placing it to facilitate running 'The Keep' directly afterwards). Deploy the besieger's unit within (or on) the gatehouse. This unit counts as *Fortified*. Then deploy the other besieging troops 60cm from the walls. Deploy the defenders. The besieger takes the first turn.

Troops:

Besieger – Any troops in the ready area.

Defender – Troops in this section of the castle.

Reserves:

Besieger – Troops in the camp area.

Defender – Any troops in the castle.

Additional Rules: The unit in the gatehouse counts as *fortified* against any attack from inside or outside the castle. As long as it has a stand remaining, it will keep the gate open allowing passage through it into the courtyard.

Any defending unit that is in the courtyard and in contact with the gatehouse, will block access into the courtyard so long as it is not specifically fighting the unit in the gatehouse. The unit in the gatehouse cannot attack outside the structure without giving up its advantage.



Siege map – Feint

Feint

Normally, both players can only execute one mission per turn, the feint allows the besieger to start a normal 'Over the Wall' mission in one sector, and at any time (with or without breaking that one off!), start a second 'Over the Wall' in a different sector.

Mission format: Special mission related to the *Jack of Swords* Resource card.

Objective: Although this mission is similar to 'Over the Wall' there are a few essential differences. In effect, playing the card will allow you to set-up and start an additional mission which will force the defending troops to make decisions on where to use their forces. A well-played feint can break the defender's opposition.

Set-up: Start by placing the relevant part of the castle on the battlefield (consider placing it to facilitate running 'The Keep' directly afterwards). Deploy the defenders, then deploy the attacker's troops no closer than 60cm to the walls. The besieger takes the first turn.

Troops:

Besieger – Any troops in the ready area of this sector.

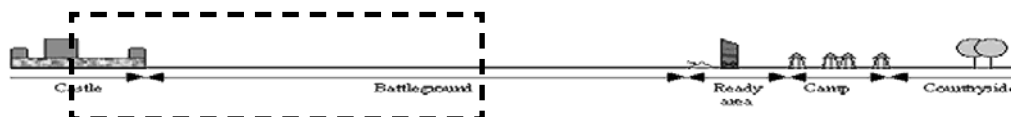
Defender – Troops in this section of the castle.

Reserves:

Besieger – Troops in the camp area.

Defender – Any troops in the castle.

Additional Rules: None.



Siege map – Into the Breach

Into the Breach

When a section of wall finally comes down the attacking troops try to capitalise on this by rushing troops into the breach. Subsequent missions against a breached wall will be normal 'Over the Wall' missions, as the defenders will have been able to organise their defences and fill the breach with rubble, corpses, etc.

Mission format: Special mission, triggered by Bombardment, on a wall breach during a normal mission or through playing *Ace of Swords*.

Objective: A big chunk of the wall has collapsed! No better moment than now for the besiegers to attack the castle and force their way in.

Set-up: Start by placing the relevant part of the castle on the battlefield but remember to place at least one wall section with the breach! Deploy the defenders, then deploy the besieger's troops on the edge of their ready area (at least 40cm from the walls). The defender takes the first turn.

Troops:

Besieger – Any troops in the ready area of this sector.

Defender – Troops in this section of the castle.

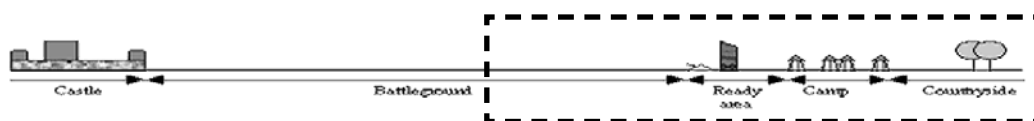
Reserves:

Besieger – Troops in the camp area.

Defender – Any troops in the Castle.

Additional Rules: None.





Siege map – Messenger Run

Messenger Run

The defender is trying to get some messengers to breach the besieger's lines and get news of the siege to his countrymen/liege/lord/allies. A successful messenger run could lead to the timely arrival of a relief force.

Mission format: Basic mission

Objective: The defender is trying to send a messenger through the enemy lines. A successful mission will put one or more messengers en route to the defender's allies and will shorten the time until the siege can be lifted. In game terms, each successful mission will shorten the ten-week victory condition (see Art of Siege III, ending the campaign) by D6 days.

Set-up: This will depend on the besieger having active patrols out. If there is a patrolling force then there should be 60cm between the sally force set-up area and the first objects in the ready area. If there are no patrols out then this distance will only be 40cm. The defender can obviously pick the area he wants to attack so his choice will determine what the besieger needs to put on the battlefield. After the battlefield has been set-up, the besieger deploys his forces on the battlefield. Any troops in the ready area can be set-up anywhere in that area, in irregular formation, except for patrolling forces, which start in regular formation. Any troops in the camp area are set-up in their unit's camp, again, in irregular formation.

The defender takes the first turn.

Troops:

Besieger – Any troops in the ready and/or camp area.

Defender – Any troops inside the castle are eligible to be selected for a sally.

Reserves: None

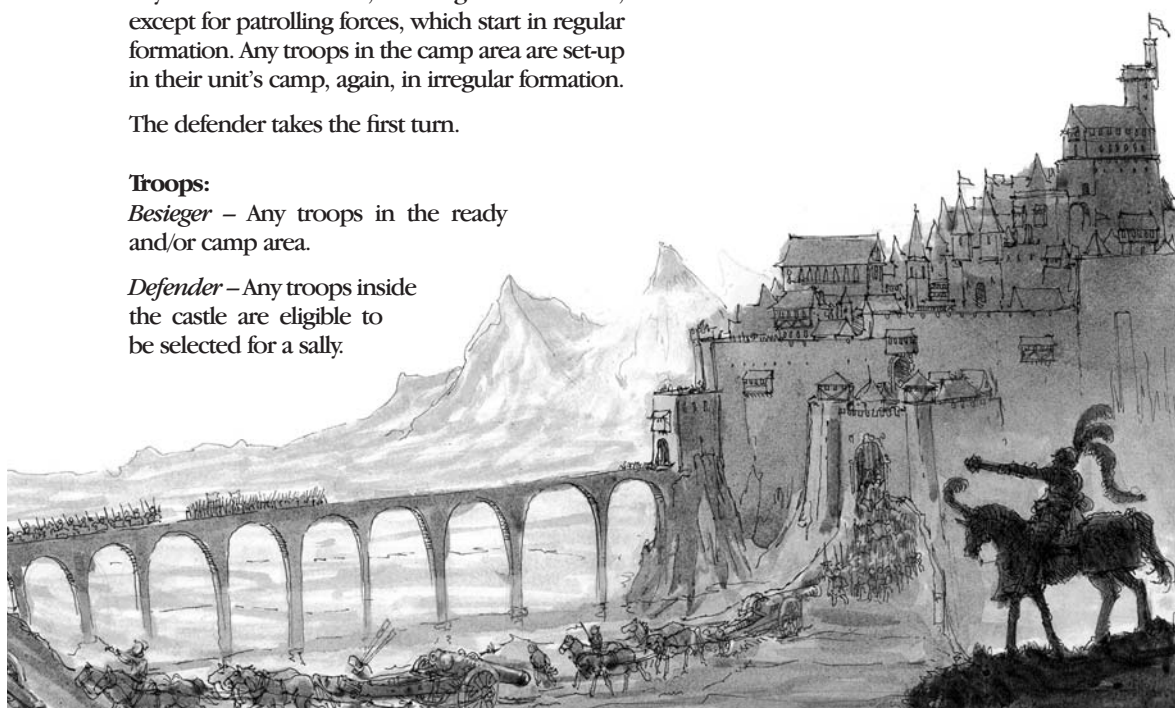
Additional Rules: It is only possible to sally out from a sector of the castle that has a gate (gatehouse and/or sally gate).

Any unit camp location is considered 'disrupted' when it is 'moved through' by an opponent's unit. A unit with a disrupted camp location must fall back to the camp area and is not eligible for orders the following day.

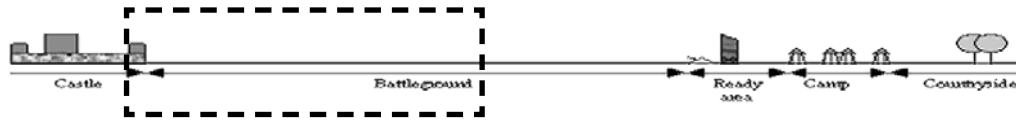
Any unit camp location is considered 'destroyed' when an opponent's unit remains in it at the end of a turn, or when a fight passes through it. A unit with a destroyed camp location must fall back to the camp area and is not eligible for orders the following three days.

All the defender's forces are considered to return to the castle after the mission.

Before starting the mission, the defender must nominate 1-3 units in his sally force to harbour a messenger (this should be noted down so it can be shown to your opponent after the game). If a nominated unit passes beyond the enemy's camp area it will release the messenger. To represent this, that unit loses a stand for the remainder of the mission. Units that are down to one stand cannot release a messenger.



The Art of Siege



Siege map – Over the Wall

Over the Wall

This is the most basic of attack missions. The classic siege scenario, where units using all manner of siege equipment will try to gain a foothold on the defences.

Mission format A

Basic mission

Objective: The besieger must get his units over the wall and into the castle. Plain and simple!

Set-up: Start by placing the relevant part of the castle onto the battlefield. Deploy the defenders then deploy the besieger's troops on the edge of their ready area (at least 60cm from the walls). The besieger takes the first turn.



Troops:

Besieger – Any troops in the ready area of this sector.

Defender – Troops in this section of the castle.

Reserves:

Besieger – Troops in the camp area.

Defender – Any troops in the castle.

Additional Rules: None.

Mission format B

Night attack, special mission related to the *Queen of Swords*.

Additional Rules: Defenders can only have one unit on the wall in the sector attacked.

The attackers start at 60cm distance from the wall.

All missile fire is restricted to 15cm.

Stores Raid

The defenders have identified several stockpiles of resources in the besieger's camp. Instead of sallying out to destroy them, they have decided to try to capture some of them and take them back inside the castle.

Mission format: Special mission, upon playing the *Jack of Food* resource card.

Objective: The defender sallies out to try to steal supplies from his besieger's camp. This mission will last a maximum of 6 turns or until one side has no units left to command.

In order to be successful (see Art of Siege III), the defender needs to disrupt or destroy at least three unit camp locations. For every three full locations, the defender gets to draw one card.

Set-up: This will depend upon the attacker having active patrols out. If there is a patrolling force, then there should be 60cm between the sally force set-up area and the first objects in the ready area. If there are no patrols out, then this distance is just 40cm. The defender can pick the area he wants to attack so his choice will determine what units the besieger needs to put onto the battlefield. After the battlefield is set-up, the besieger deploys his forces. Any troops in the ready area can be set-up anywhere in that area, in irregular formation, except for patrolling forces, which start in regular formation. Any troops in the camp area are set-up in their unit's camp, again, in irregular formation.

The defender takes the first turn.

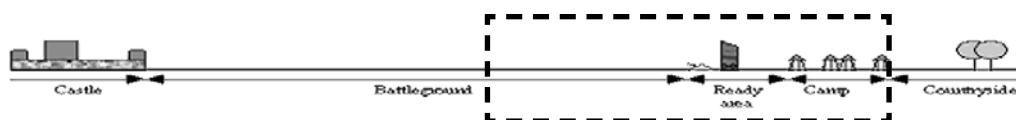
Troops:

Besieger – Any troops in the ready and/or camp area.

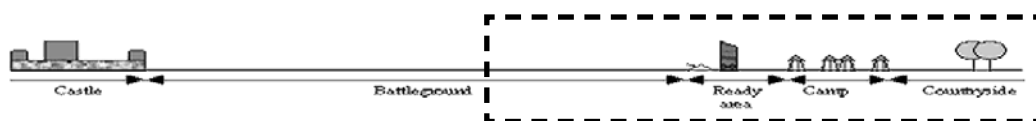
Defender – Any troops inside the castle are eligible to be selected for a sally.

Reserves: None

Additional Rules: It is only possible to sally out from a sector of the castle that has a gate (gatehouse and/or sally gate).



Siege map – Stores Raid



Siege map – Relief Force

Any unit camp location is considered 'disrupted' when it is 'moved through' by an opponent's unit. A unit with a disrupted camp location must fall back to the camp area and is not eligible for orders the following day.

Any unit camp location is considered 'destroyed' when an opponent's unit remains in it at the end of a turn, or when a fight passes through it. A unit with a destroyed camp location must fall back to the camp area and is not eligible for orders the following three days.

All the defender's forces are considered to return to the castle after the mission.

Relief Force

Notified of the dire predicament that their fellows are in, a relief force has been gathered to try to lift the siege. The besieger's own camp will come under attack, with the additional risk of some of the defenders sallying out to assist their rescuers.

Mission format: Special mission, becomes available after playing the *Jack of Wood* card.

Objective: The defender tries to lift the siege. If the besieger commits his General to this battle then taking out his General ends the Siege. This mission is played to an eight turn limit.

Set-up: This mission is best played over the length of a battlefield. The ready and camp area should be roughly in the middle of the battlefield, with 60cm between the edge of the camp and the Relief Force set-up area. The remaining battlefield (between ready area and the castle) should be approximately 60cm, if there is actually sufficient room to place the castle then do so.

The defender can pick the area he wants to attack so his choice determines what units the besieger needs to put on the table. After the table is set, the besieger puts his forces on the table. Any troops in the ready area can be deployed anywhere in that area. Any troops in the camp area are deployed in their unit's camp, in irregular formation.

The defender takes the first turn.

Troops:

Besieger – All the troops currently active in that sector.

Defender – A separate 1,000 points force taken from the defender's army selector makes up the relief force. If the defender played a successful Breakout mission at the start of the siege then these points are increased by the amount of points that broke free.

Reserves:

Besieger – Troops in the ready area of adjacent sectors, on a 6, after the first turn.

Defender – Any troops in the castle are eligible for a sally. It will take two successful orders per unit to assemble them outside the (sally port) gate (if the space on the battlefield between the ready area and the castle (battlefield edge) is less than 60cm, add +1 Command for each additional 20cm).

Additional Rules: It is only possible to sally out from a sector of the castle that has a gate (gatehouse and/or sally gate).

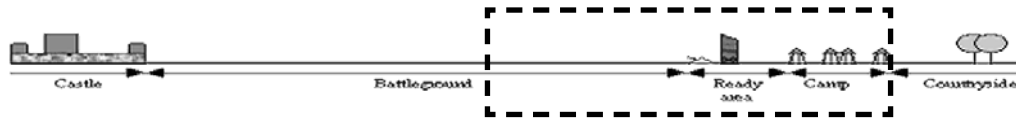
Any unit camp location is considered 'disrupted' when it is 'moved through' by an opponent's unit. A unit with a disrupted camp location must fall back to the camp area and is not eligible for orders the following day.

Any unit camp location is considered 'destroyed' when an opponent's unit remains in it at the end of a turn, or when a fight passes through it. A unit with a destroyed camp location must fall back to the camp area and is not eligible for orders for the following three days.

At the end of the mission, discount any of the troops in the relief force; they will not play any further part in the campaign. If any of the sally forces find themselves in the camp or countryside area at the end of the game, consider this as a successful Breakout.

All of the defender's forces, other than those mentioned above, are considered to return to the castle after the mission.





Siege map – Sally

Sally

Well aware of construction and movement within the besieger's camp, the defenders have decided to sally out to take out siege equipment and other construction sites.

Mission format: Basic mission.

Objective: The defender sallies out to try to destroy/disrupt his besieger's camp. This mission will last a maximum of 6 turns or until one side has no units left to command.

Set-up: This will depend upon the besieger having active patrols out. If there is a patrolling force, then there should be 60cm between the sally force set-up area and the first objects in the ready area. If there are no patrols out, then this distance will be just 40cm. The defender can pick the area he wants to attack so his choice determines what the besieger needs to put on the table. After the battlefield has been set-up, the besieger deploys his forces on the table. Any troops in the ready area can be set-up anywhere within that area, in irregular formation, except for patrolling forces, which start in regular formation. Any troops in the camp area are set-up in their unit's camp, again, in irregular formation.

The defender takes the first turn.

Troops:

Besieger – Any troops in the ready and/or camp area.

Defender – Any troops inside the castle are eligible to be selected for a sally.

Reserves: None

Additional Rules: It is only possible to sally out from a sector of the castle that has a gate (gatehouse and/or sally gate).

Any unit camp location is considered 'disrupted' when it is 'moved over' by an opponent's unit. A unit with a disrupted camp location must fall back to the camp area and is not eligible for orders the following day.

Any unit camp location is considered 'destroyed' when an opponent's unit remains in it at the end of a turn, or when a fight passes over it. A unit with a destroyed camp location must fall back to the camp area and is not eligible for orders for the following three days.

All of the defender's forces are considered to return to the castle after the mission.



Stragglers

The defenders still have several resources beyond the castle gate.

Any Resource that is lost diminishes the defenders hand of Resource cards for the first turn and adds to the one of the besieger.

Mission format: Special mission, can only be played at the start of the campaign.

Objective: The attacker's scouts have noticed that the defender is still trying to get resources safely to the castle. The defender must exit his three supply carts from the opposite battlefield edge. This mission lasts for a maximum of 8 turns.

Set-up: The battlefield is set-up to represent some of the nearby countryside that has several farms scattered on the defender's half of the battlefield. At each of the farms, there is a cart being loaded with supplies. The farms are at respectively 60cm, 50cm, 40cm, 30cm and 20 cm from the defender's base edge. They can be set-up anywhere on the battlefield, with the defender starting to place the first one, then alternating with the attacker to place the others. After that, the defender deploys his forces. At each of the farms he can station up to units of whatever he desires. Remaining units are placed in his deployment zone, which extends up to 40cm from his battlefield edge.



Siege map – Stragglers



Siege map – The Keep

The besieger deploys last, and cannot deploy closer than 60cm from any enemy forces.

Troops:

Besieger – 1,500 points from the campaign roster, other than artillery.

Defender – 1,000 points from the campaign roster, other than artillery or machines.

Reserves: None

Additional Rules: Besieger's units that are totally wiped out in this scenario do not use the rules for restoration as per Art of Siege II. If you take the chance to decrease your opponent's hand, you will need to live with the consequences!

All the defender's forces are considered to return to the castle after the mission.

Supply carts are considered to be single stand units with a move of 10 cm; consecutive orders on a supply cart carry a -2 penalty instead of the normal -1. Carts have 1 Attack, 3 Hits and a 5+ Save.

For each cart lost, the defender's starting hand of Resource cards diminishes by one. The attacker gets one Resource card for every two carts he destroys.

The Keep

The castle is being overrun. Breaching and taking the keep, where the enemy commander and his last troops have holed up, will clinch the victory for the besieger.

Mission format: This is a basic mission, triggered when the attacker has a full unit of infantry in the castle courtyard.

Objective: The attacker is trying to obtain control of the castle structure nominated as the Keep and/or take out the enemy General. If either of these conditions is met, the castle falls and the attacker wins the siege. As soon as there are no attacking troops in the castle, this mission ends. This mission is played without a turn limit.

Set-up: Mark the position of all troops within 20cm of the walls when the event occurs. Then place the entire castle on the battlefield with at least 20cm between the castle and any battlefield edge (if possible) and re-deploy the troops as they were.

Any of the besieging troops that were not 'marked' may now set-up on the battlefield-edge (no closer than 20cm of the walls). The defender then places troops in those sections of the castle not in place before. The besieger takes the first turn.

Troops:

Besieger – Any troops that were active in the ongoing mission.

Defender – Any troops inside the castle.

Reserves:

Besieger – Any troops in the ready area of any other sector can be activated from the start of the second turn.

Defender – None.

Additional Rules: Besieging troops can open (sally) gates to allow their comrades outside easier access (and obviously defending troops can close them again!). To open or close a gate you need to have a stand adjacent to it. It must spend one full turn adjacent to the gate without fighting (and this includes giving support) to open the gateway. Open gates allow access as per the rules in the original rulebook!

Note: This mission will get a variant format in the advanced rules that will handle sieges of city/towns.

MISSIONS DEBRIEFING

Obviously, there will be more missions that come to mind when you read any literature concerning sieges. As indicated earlier, some missions (like infiltrating a castle) will be more suited to Mordheim/skirmish style games. However, it shouldn't be too hard to set effects into the format as dictated in the Art of Siege (eg, losing a character after a successful assassination or losing the ability to stock resource cards after a storage location is torched).

Feel free to contact us directly or through the gwarmaster group at Yahoo (ivansoulseeker@yahoo.com.). Heck, we might even get a special Warmaster Siege group set up for future development of additional missions etc!

So, dust off those rams and siege towers, make sure the walls are in good repair and your warehouses are well stocked. And let the Sieges Begin...